

**Amendments to the Claims:**

This listing of claims will replace all prior versions, and listings, of claims in the application:

**Listing of Claims:**

1. (Currently Amended) A gaming machine, comprising:
  - (a) variable display device for varying having a plurality of rotating reels for varyingly displaying a display of a plurality of symbols under the control of a central processing unit (CPU);
  - (b) lottery device for executing a lottery for a prize pattern under control of the a CPU;
  - (c) stop control device for controlling and stopping the variable display device under control of the CPU;
  - (d) stop control selection device for selecting a control type of the stop control device based on a result of the lottery under control of the CPU;
  - (e) shielding device for shielding a view of the variable display device under control of the CPU, the shielding device being disposed in front of the variable display displaying device; and
  - (f) shielding control device for controlling the shielding device under control of the CPU to be in either a-state that a player can see the symbols or a state that the player cannot see the symbols so that a stopping order is indicated, by controlling the shielding device such that (i) a display area of a-the reel that is to be stopped is in the state that the player can see the symbols on the reel and (ii) display areas of other reels that are not to be stopped are in the state that a-the player can not see the symbols on those reels; and
  - (g) special game control means for causing a special gaming state that is advantageous to the player under a predetermined condition.

wherein the shielding control device controls the shielding device during the special gaming state.

2. (Previously Presented) The gaming machine according to Claim 1, where in the shielding device comprises an electronic shutter.

3. (Cancelled)

4. (Cancelled)

5. (Currently Amended) A gaming machine having a display device, comprising:

(a) a substantially transparent panel disposed on the display device;

(b) an image display device for displaying an image under control of a central processing unit (CPU)~~the CPU~~, the image display device being provided behind the panel, so as to show the image visibly through the panel;

(c) a shutter being disposed behind the image display device; ~~and~~

(d) ~~a~~-variable display device having a plurality of rotating reels for displaying~~for varying a display of symbols~~ varyingly under control of the CPU, the variable display device~~-devices~~ being provided behind the shutter such that at least a portion of the symbols is shielded by the shutter;

wherein the shutter is controlled such that the portion of the symbols is shielded or shown through the panel so that a stopping order is indicated by controlling the shutter such that a display area of ~~a~~the reel having the portion of symbols (i) is not shielded if ~~that~~the reel is to be stopped and (ii) is shielded if ~~that~~the reel is not to be stopped; and

(e) special game control means for causing a special gaming state that is advantageous to the player under a predetermined condition.

wherein the shutter is controlled during the special gaming state.

6. (Original) The gaming machine according to Claim 5, wherein the shutter comprises an electronic shutter.
7. (Previously Presented) The gaming machine according to Claim 5, wherein:  
the shutter is formed in a substantially flat shape; and  
the shutter comprises at least a substantially transparent portion such that another portion of the symbol behind the shutter is not shielded by the shutter.
8. (Original) The gaming machine according to Claim 5, wherein the image display device comprises a liquid crystal display.
9. (Previously Presented) The gaming machine according to claim 5, the gaming machine comprising a light being disposed behind the shutter such that the symbols are illuminated.
10. (Previously Presented) The gaming machine according to Claim 5, wherein the variable display device comprises the reel; and  
wherein the reel has a plurality of symbols on an outer peripheral surface thereof.
11. (Previously Presented) A method of controlling a display associated with play of a game in which  
symbols in each of multiple groups of symbols are varied and a player directs the stopping of the varying symbols in each group of symbols independently,  
comprising:  
simultaneously displaying varying symbols in each group of symbols; and

prior to the player directing the stopping of the varying symbols in one of the multiple groups of symbols, simultaneously shielding the displayed varying symbols in all of the multiple groups of symbols from the player, except for the displayed varying symbols in the one group of symbols.

12. (Previously Presented) The method according to Claim 11, further comprising:  
after the player directs the stopping of the varying symbols in the one group of symbols and prior to the player directing the stopping of the varying symbols in another one of the multiple groups of symbols, simultaneously shielding (i) the displayed varying symbols in all of the multiple groups of symbols from the player, except for the displayed varying symbols in the other group of symbols.

13. (Previously Presented) The gaming machine according to Claim 11, wherein:  
after the player directs the stopping of the varying symbols in the one group of symbols, displaying the stopped symbols in the one group of symbols; and  
prior to the player directing the stopping of the varying symbols in another one of the multiple groups of symbols, shielding the display of the stopped symbols in the one group of symbols from the player.